

## AMENDMENTS

### IN THE CLAIMS

Please amend the claims as follows:

14. A method for allowing a remote computer to create, edit and access a computer game stored on a system computer ~~an online puzzle system~~ via the Internet, comprising:

accessing the system computer with the remote computer;

sending user data and game data from the remote computer to the system computer, the remote computer being capable of editing the user data and the game data;

applying design rules to the game data to dynamically generate a computer game at the system computer;

storing the generated computer game on the system computer; and

associating the generated computer game with a user identifier for providing access to the computer game to the remote computer, wherein the computer game is capable of being played at the remote computer.

15. The method for allowing a remote computer to create, edit and access a computer game stored on ~~an online puzzle~~ a system computer as defined in Claim 14, wherein the computer game is a puzzle.

16. The method for allowing a remote computer to create, edit and access a computer game stored on ~~an online puzzle~~ a system computer as defined in Claim 14, wherein the computer game is a crossword puzzle.

17. The method for allowing a remote computer to create, edit and access a computer game stored on ~~an online puzzle~~ a system computer as defined in Claim 14, wherein the user identifier is capable of being associated with a plurality of generated computer games.

18. The method for allowing a remote computer to create, edit and access a computer game stored on ~~an online puzzle~~ ~~a~~ system computer as defined in Claim 14, wherein the system computer further includes an application service script module for processing application server script functions.

19. The method for allowing a remote computer to create, edit and access a computer game stored on ~~an online puzzle~~ ~~a~~ system computer as defined in Claim 14, wherein the system computer further includes including using a movie module to generate interactive puzzles, the interactive puzzles being viewable by the remote computer.

20. The method for allowing a remote computer to create, edit and access a computer game stored on ~~an online puzzle~~ ~~a~~ system computer as defined in Claim 14, further including generating and displaying interactive content using data extracted from the system computer with an embedded HTML module.

21. An online gaming system accessible by a remote computer, comprising:  
user data and game data stored on a system computer, which is capable of being sent, received and modified by the remote computer;  
a database residing on the system computer capable of storing the user data and the game data; and

design rules for generating a computer game based on the game data; and  
wherein the user data is associated with the computer game and used to provide access to the computer game and wherein the computer game is capable of being played at the remote computer.

22. The system according to Claim 21, wherein the computer game is a puzzle.

23. The system according to Claim 21, wherein the computer game is a crossword puzzle.

24. The system according to Claim 21, wherein the system computer further includes an HTML module, the HTML module allowing the system computer to process standard hypertext protocol functions.

25. The system according to Claim 21, wherein the system computer further includes a multimedia module, the multimedia module allowing the system computer to send animation and sound content to the remote computer.

26. The system according to Claim 21, wherein the system computer further includes an application server script module for processing application server script functions.

27. The system according to Claim 21, wherein the system computer further includes a movie module, the movie module allowing the system computer to generate interactive games that are viewable by the remote computer.

28. The system according to Claim 21, wherein the system computer further includes an embedded HTML module, the embedded HTML module allowing the system computer to dynamically display interactive content generated from the game data extracted from the system at the remote computer.

29. A computer-readable medium having computer-executable instructions for use in performing a method for allowing a remote computer to access ~~an online gaming~~ a system computer, including:

accessing the system computer with the remote computer;

sending user data and game data from the remote computer to the system computer, the remote computer being capable of editing the user data and the game data;

applying design rules to the game data to dynamically generate a computer game at the system computer;

storing the generated computer game on the system computer; and  
associating the generated computer game with a user identifier for providing access to the  
computer game to the remote computer, wherein the computer game is capable of being played  
at the remote computer.

30. The computer-readable medium as defined in Claim 29, wherein the computer game is a  
puzzle.

31. The computer-readable medium as defined in Claim 29, wherein the computer game is a  
crossword puzzle.

32. The computer-readable medium as defined in Claim 29, wherein the user identifier is  
capable of being associated with a plurality of generated computer games.